

1 **ABSTRACT**

2 A content player can detect pirated content by storing a list of highly  
3 compressed content pieces that correspond to different pieces of content (e.g.,  
4 audio content, video content, audio/video content, etc.). A piece of content to be  
5 played back by the content player is compared to the highly compressed content  
6 pieces stored at the content player. If the piece of content to be played back  
7 matches one of the highly compressed content pieces, then appropriate responsive  
8 action is taken. This responsive action can vary, and can include, for example,  
9 checking for a valid license, giving the user the option to notify the publisher if he  
10 or she has unknowingly acquired a pirated copy of the content, etc.